

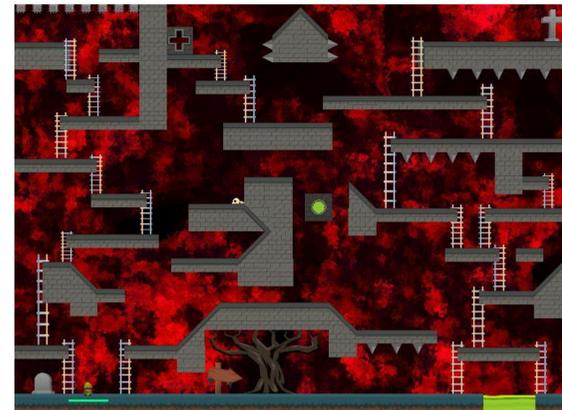


Save The World

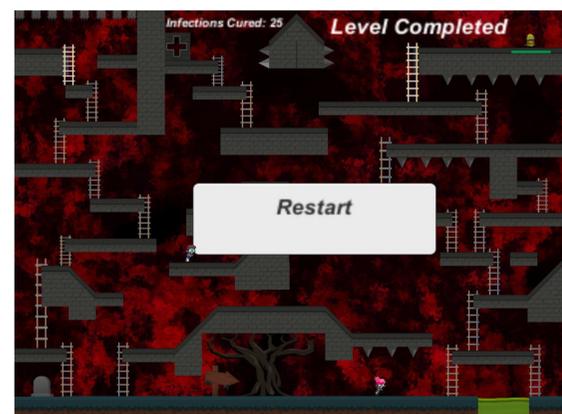
Dillon Game Developer

Department of Entertainment Technology

In Game Screenshots:



How it Looks when the player starts the game.



How it Looks when the player Clears the level.

Project Description

- In my time at City Tech I have gained an understanding of a few programming languages, one in particular that I would like to focus on is C-sharp. I would like to focus my time into designing a game in unity while bettering my skills using C-sharp. Most of my project will be developed within unity, I understand the basics of how unity operate so this can also be an opportunity to better my unity skills as well. My goal will be to create a 2D shooter game that allows the user to put their survival skills to the test.
- The name of the game would be "Save The World" it is based on a world where covid-19 has developed into a disease that mutates humans into half dead beings. These infected people will walk the streets trying to infect others, it is up to you (the player) to kill all people that are infected to stop the spread of this newly mutated disease. In this survival game the player will see how many infected people populate the earth, the only way to win is to kill off all infected players. This will be no easy task being that the player will constantly be exposed there is nowhere to hide where the infected cannot find you.

Methods:

1. Assets
2. Audio clips
3. Unity
4. Visual Studios
5. Drawings/Sketches
6. Tutorials

Deliverables

1. E-portfolio
2. Storyboard
3. Artwork
4. Schedule/Calendar
5. Total cost
6. Poster
7. Compiled code
8. Completed product/ Beta

Required Resources

1. Cloud space
2. Adobe account
3. Alienware computer
4. Unity asset store
5. Google Drive
6. Target Audience

Project goals

- My primary focus is creating a working prototype that can be played by others having basic mechanics working. In order to do so I need to ensure I :
 1. Complete level design
 2. Code player mechanics
 3. Code enemy mechanics
 4. Integrate UI Elements

Budget:

Quantity	Material	Unit	Cost
4	Adobe cloud	50	\$ 200.00
1	Alienware Computer	2000	\$ 2,000.00
4	Unity	75	\$ 300.00
10	Unity asset store	5	\$ 50.00
1	poster	47	\$ 47.00
		Total	\$ 2,597.00

Conclusion

Overall, the scope that I have mapped out for myself was successful. For the most part, I met all the deadlines I set for myself given a few bugs and issues did slow me down. I feel that my project "Save The World" was a success because I was able to produce a functional prototype before the deadline. Although, there are a few features that I listed, which I was unable to incorporate I plan to continue to work on this project to add in everything I spoke about in the beginning.